

**What Is Claimed Is:**

1       1. A game system, comprising:

2       Sub A17      a racing field formed on a predetermined  
3                     board; and

4                     a running model, to which an inherent ability  
5                     parameter varying in accordance with a given  
6                     environment is assigned, caused to run a race on  
7                     the racing field,

8                     wherein the racing field comprises a plurality  
9                     of field regions in which the running model runs  
10                  based on a current ability parameter, in accordance  
11                  with the respective field regions.

1       Sub B27      2. The game system of claim 1, wherein one of the  
2                     field regions is a region maintained so that the  
3                     running model performs steady running in which a  
4                     current ability parameter of the running model is  
5                     maximized, and the other one of the field regions  
6                     is a region formed so as to obstruct the steady  
7                     running.

1       3. The game system of claim 1, wherein one of the  
2                     field regions is a flat region maintained not to  
3                     obstruct the running of the running model, and the  
4                     other one of the field regions is a region in which  
5                     obstacles are arranged on part of a track on which  
6                     the running model runs.

1           4. The game system of claim 1, wherein one of the  
2 field regions is a region simulating a turf course,  
3 and the other one of the field regions is a region  
4 simulating a dirt course in which soil is exposed.

1           Sub A2] 5. The game system of claim 1, wherein a  
2 passageway is formed between the plurality of field  
3 regions so that the running model can enter and  
4 exit, and the same running model can run on races  
5 on the plurality of field regions.

1           Sub B4] 6. The game system of claim 5, wherein the  
2 plurality of field regions form concentric racing  
3 courses.

1           7. The game system of claim 1, further comprising  
2 a game value adding device which adds a game value  
3 in accordance with a result of the race.

1           Sub A3] 8. A game system, comprising:  
2                 a racing field formed on a predetermined  
3 board; and  
4                 a running model, to which an inherent ability  
5 parameter varying in accordance with a given  
6 environment is assigned, caused to run a race on  
7 the racing field,  
8                 wherein the racing field comprises a plurality  
9 of field regions which provide the running model

10       with variable factors of the ability parameter, the  
11       variable factors differing in accordance with  
12       running of the running model in the respective  
13       field regions.

1       Sub B6) 9. The game system of claim 8, wherein one of the  
2       field regions is a region maintained so that the  
3       running model performs steady running in which a  
4       current ability parameter of the running model is  
5       maximized, and the other one of the field regions  
6       is a region formed so as to obstruct the steady  
7       running.

1       10. The game system of claim 8, wherein one of the  
2       field regions is a flat region maintained not to  
3       obstruct the running of the running model, and the  
4       other one of the field regions is a region in which  
5       obstacles are arranged on part of a track on which  
6       the running model runs.

1       11. The game system of claim 8, wherein one of the  
2       field regions is a region simulating a turf course,  
3       and the other one of the field regions is a region  
4       simulating a dirt course in which soil is exposed.

1       12. The game system of claim 8, wherein a  
2       passageway is formed between the plurality of field  
3       regions so that the running model can enter and

4           exit, and the same running model can run on races  
5           on the plurality of field regions.

1           13. The game system of claim 12, wherein the  
2           plurality of field regions form concentric racing  
3           courses.

1           14. The game system of claim 8, further comprising  
2           a game value adding device which adds a game value  
3           in accordance with a result of the race.

1           15. A game system, comprising:  
2         Sub A4)           a racing field formed on a predetermined  
3           board; and

4           a plurality of running models, to each of  
5           which an inherent ability parameter varying in  
6           accordance with a given environment is assigned,  
7           caused to run a race on the racing field,

8           wherein the racing field comprises a plurality  
9           of field regions in which each of the running  
10          models runs based on a current ability parameter in  
11          accordance with the respective field regions,  
12          whereby each of the running models is provided with  
13          variable factors of the ability parameter, the  
14          variable factors differing in accordance with  
15          running of each of the running models.

1 Sub B8) 16. The game system of claim 15, wherein one of  
2 the field regions is a region maintained so that  
3 the running model performs steady running in which  
4 a current ability parameter of the running model is  
5 maximized, and the other one of the field regions  
6 is a region formed so as to obstruct the steady  
7 running.

1 17. The game system of claim 15, wherein one of  
2 the field regions is a flat region maintained not  
3 to obstruct the running of the running model, and  
4 the other one of the field regions is a region in  
5 which obstacles are arranged on part of a track on  
6 which the running model runs.

1 18. The game system of claim 15, wherein one of  
2 the field regions is a region simulating a turf  
3 course, and the other one of the field regions is  
4 a region simulating a dirt course in which soil is  
5 exposed.

1 19. The game system of claim 15, wherein a  
2 passageway is formed between the plurality of field  
3 regions so that the running model can enter and  
4 exit, and the same running model can run on races  
5 on the plurality of field regions.

1           20. The game system of claim 19, wherein the  
2           plurality of field regions form concentric racing  
3           courses.

1           21. The game system of claim 15, further  
2           comprising a game value adding device which adds a  
3           game value in accordance with a result of the race.

1           22. A game system for holding a race by causing a  
2           running image, to which an inherent ability  
3           parameter whose value varies in accordance with a  
4           given environment is assigned, to run a race on an  
5           electronically-formed racing field image, wherein  
6           the racing field comprises a plurality of  
7           field regions in which the result of processing the  
8           current ability parameter using processes differing  
9           in accordance with the respective regions is  
10          reflected, the field regions providing the running  
11          image with variable factors of the ability  
12          parameter, the variable factors differing in  
13          accordance with running of the running image, and  
14          wherein

15          one of the field regions is a region  
16          simulating a turf course, the other one of the  
17          field regions is a region simulating a dirt course  
18          in which soil is exposed, in which the condition of  
19          the turf in the region simulating the turf course

20 and the condition of the soil in the region  
21 simulating the dirt course can be adjusted.

1 23. The game system of claim 22, further  
2 comprising a game value adding device which adds a  
3 game value in accordance with a result of the race.

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